A Contributor Learning Object Page, as shown in

Figs. 13D-13H, allows a user to add a Learning Object presented

by an expert in the subject matter of the course.  The

information presented can be in form of a quote, an audio file,

5    a written piece of Text or a combination of all these things.

By clicking on the Audio button 721, the user can access the

screen display of Fig. 13D.  In Fig. 13D, there is a field 722

for audio files.  By clicking on the Add an Audio button 723,

the user can access the screen display of Fig. 13E, which

10    contains fields 724 to enable users to find and add a

Contributor Learning Object to the course.  By clicking on the

Bio button 725, the user can access the screen display of

Fig. 13F which contains fields 726 for entry of background

information about the expert.  By clicking on the Key Learning

15    Points button 723, the user can access the display of Fig. 13G

which contains a field 727 for entry of important points for a

Contributor Learning Object.  By clicking on the Fast Finder

button 728, the user can access screen display of Fig. 13H which

contains fields for entry of a Fast Finder Type 729 and

20    Keywords 730 to enable other users to find the Contributor

Learning Object using the search function.

A Link Learning Object Page, as shown in Figs. 13I-

13K, allows the user to add to the course a Link to other

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materials.   Using the Link Learning Object, the user may Link to

"external" (outside the system application) information or

"internal" (inside the system application) information.   To add

a link, the user clicks on the Link Entry 731 and Add a Link

5   buttons 732.   By clicking on the Introduction button 735, the

user can select a Link icon 733 and/or text to display before

the link 734.   Finally, by clicking on the Fast Finder

button 736, the user may assign a Fast Finder Type 737 and

keywords 738 to enable other users to find the Link Learning

10   Object using the search function.

A Quiz Learning Object Page, as shown in Figs. 13L-

13Q, can be used to create an assessment that tests the learner

on specific content.   Using the Quiz Learning Object, the author

can create the format for the questions (e.g. multiple choice or

15   true/false questions, yes/no or Text questions).   By clicking on

the Introduction button 746, the author can access the screen

display of Fig. 13L which contains a field for the entry of

Introductory Text 748.   By clicking on Questions button 750, the

user can access the screen display of Fig. 13M which contains

20   fields 752 for entry of questions and to organize the questions

by moving a question up 753 or down 754, to remove a question

755 or edit a question 756.   To create a new question, the user

can click on the Add Question button 757 which will enable the

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user to access screen displays 13P and 13Q. Entry of information in the fields of those screen displays (i.e. questions and responses, e.g. multiple choice and true false) enables the user to create a Quiz Learning Object. By clicking on the Summary button 758, the user can access the screen display of Fig. 13N which contains a field 759 for the entry of summary text that appears after a quiz. Finally, by clicking on the Fast Finder button 760, the user can access the screen display of Fig. 13O which contains fields for the entry of a Fast Finder type 761 and keywords 762 to enable other users to find the Learning Object using the search function.

A Tab/Lists Learning Object Page, as shown in Figs. 13R-13T, can be used to create tabs, an expandable list, or a left to right list. By clicking on the Template button 770, the author may select the template 772, e.g. as tabs or as an expandable list or as a left-to-right list, that formats how the information will be presented to the user. By clicking on the Fast Finder button 794, the author may also set up the fast finder type 776 and the keywords 778 to be associated with the Tab Learning Object for searching purposes.

A Text Learning Object Page, as shown in Figs. 13U-13X, can be used to create content that would be placed on a Concept Page for a course. These objects can include text,

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